

**FIG. 1**

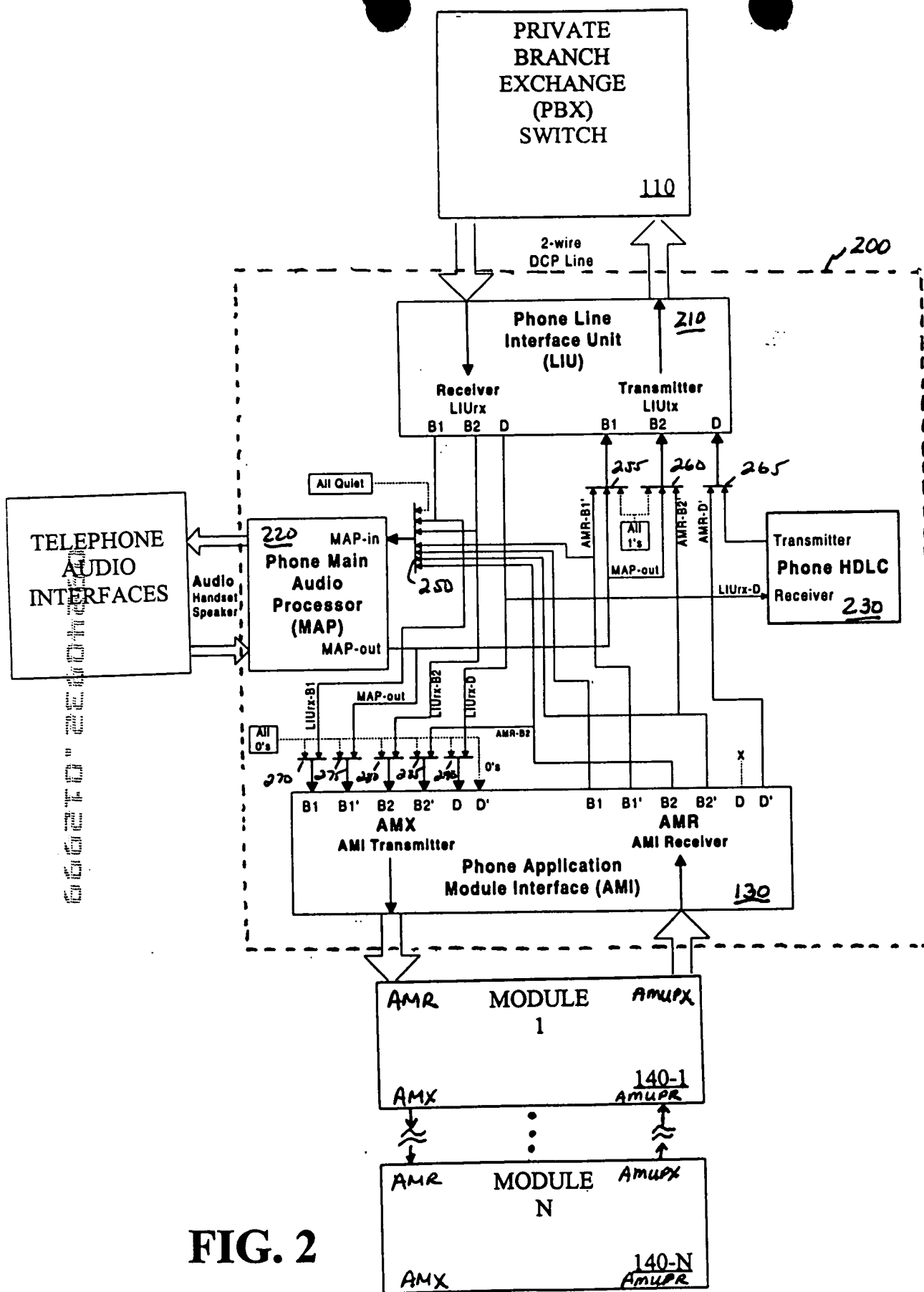
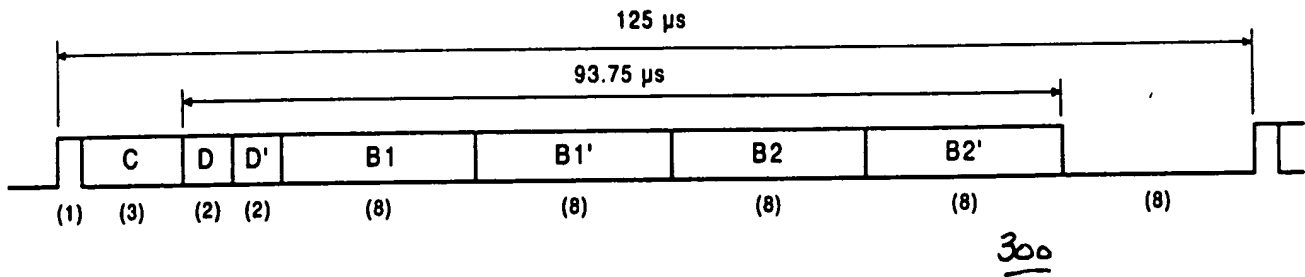


FIG. 2

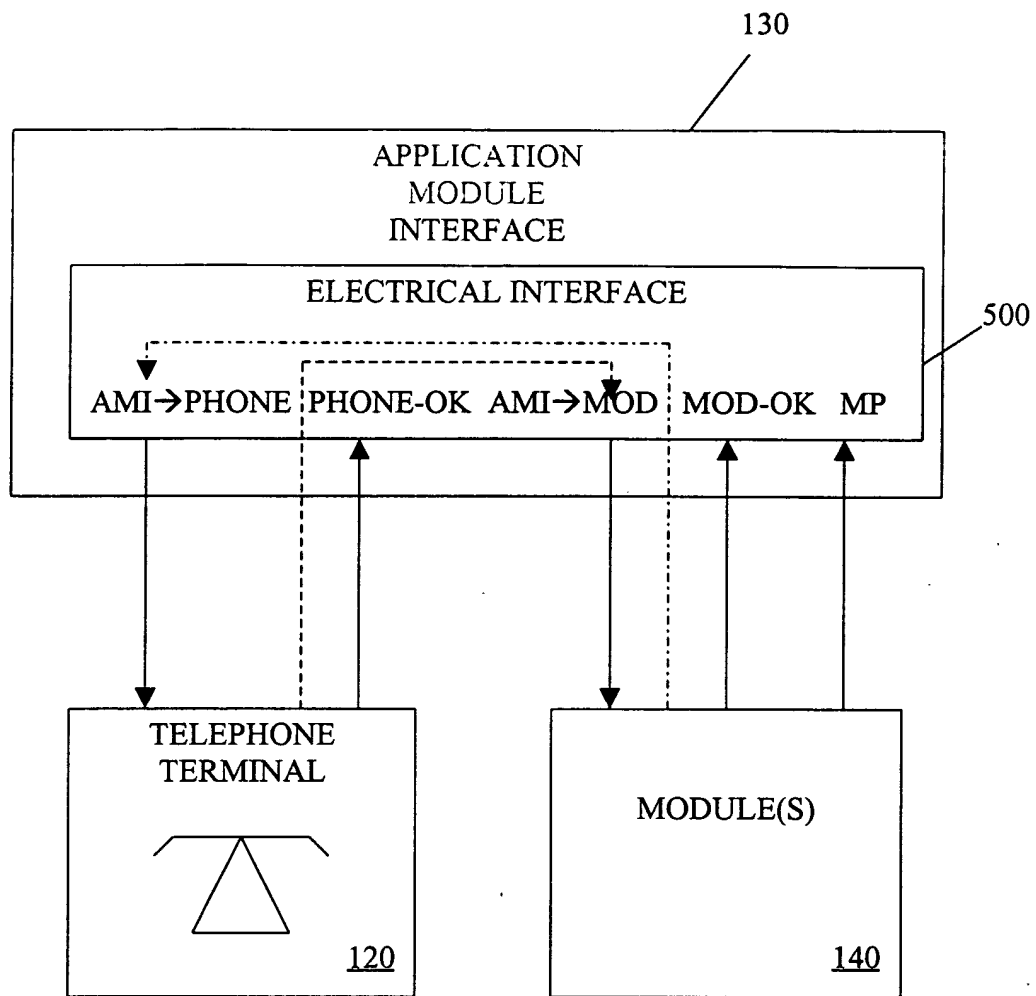


**FIG. 3**

**CONTROL CHANNEL FORMAT - 400**

|                       |   |    |    |
|-----------------------|---|----|----|
| 1 <sup>st</sup> FRAME | 1 | D0 | D1 |
| 2 <sup>nd</sup> FRAME | 0 | D2 | D3 |
| 3 <sup>rd</sup> FRAME | 0 | D4 | D5 |
| 4 <sup>th</sup> FRAME | 0 | D6 | D7 |
| 5 <sup>th</sup> FRAME | 0 | D8 | P  |

**FIG. 4**



**FIG. 5**

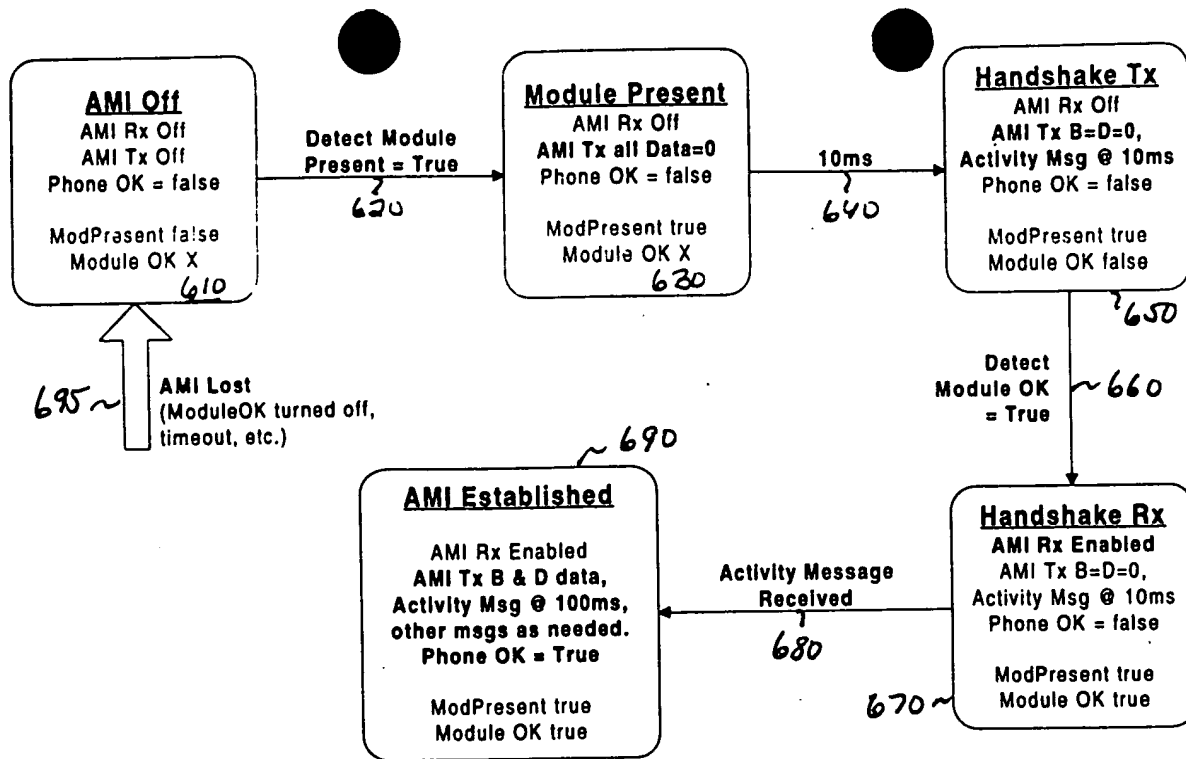


FIG. 6

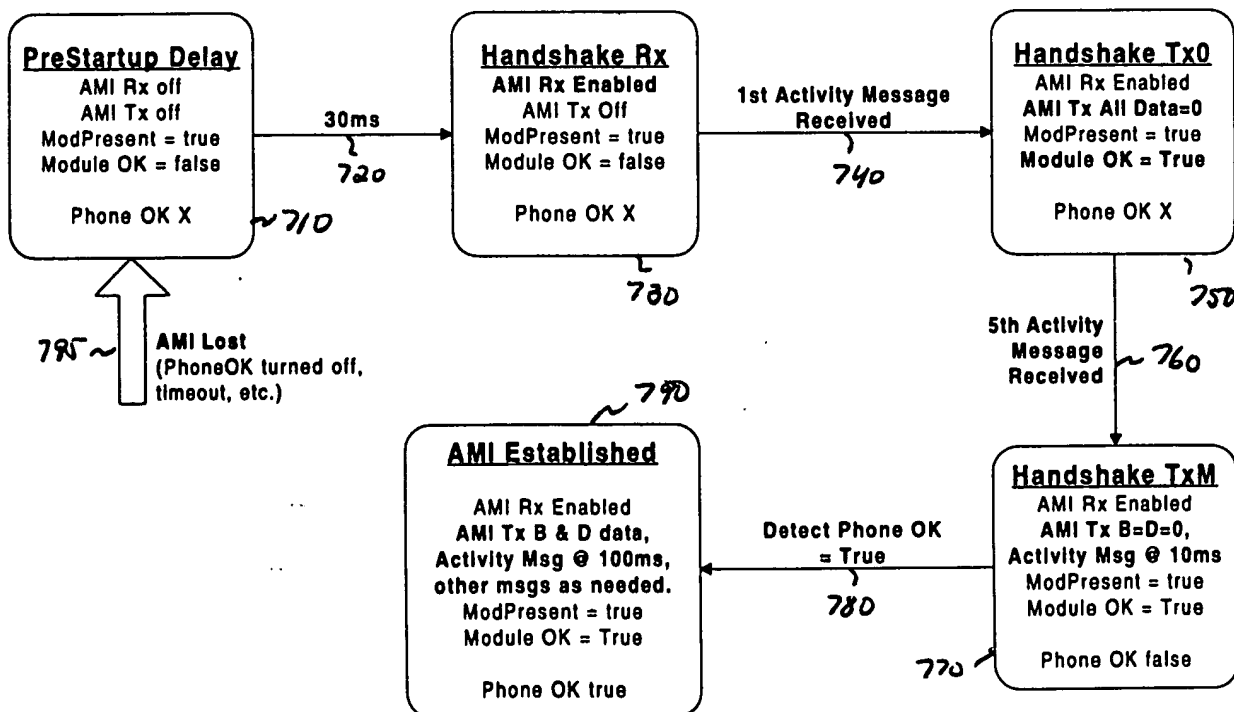


FIG. 7

## Protocol Level Messages 800

| Hex              | Binary      | AMI Message Description   |
|------------------|-------------|---|
| 130              | 1:0011:0000 | Link Activity Message (Keep Alive)  |
| 13E<br>13F       | 1:0011:111S | Acknowledgment (ACK); Bit 0 (S) is the sequence number  |
| 133              | 1:0011:0011 | Negative Acknowledgment (NACK)  |
| 1C0<br>to<br>1DF | 1:110S:nnnn | Application Message. Bit 4 is the sequence number bit; Bits 0-3 are the length of the application message body. (Note that a length of 0 is invalid, but included in the range here.) |

**FIG. 8**

## Application Messages From Phone - 900

| Hex              | Binary      | Application Message Description  | Length |
|------------------|-------------|--|--------|
| 000              | 0:0000:0000 | S1-Channel Layer 3 message for transmission to switch  | 2 to 7 |
| 002              | 0:0000:0010 | Phone States Message   | 5      |
| 00E              | 0:0000:1110 | HDLC Control Confirmation  | 2      |
| 090<br>to<br>09F | 0:1001:nnnn | Softkey Label Contents. Bits 0-3 contain the softkey button number (typically 1 to 12). The remainder of the message is the softkey label.   | 6      |
| 0C0<br>to<br>0DF | 0:110R:kkkk | Dial Key Press or Release. R=1 for Release; R=0 for Press. Bits 0-3 (kkkk) identify the key (see text).  | 1      |
| 0E0<br>to<br>0EF | 0:1110:bbbb | Local Button Press. Bits 0-3 (bbbb) identify the button and possibly its new state. Refer to the text for details.   | 1 or 2 |
| 0F0<br>to<br>0F7 | 0:1111:0nww | Audio State Change. n=1 if the source of the change (ww) is activating (turning on or going off-hook). Sources: ww=00 for Handset, 01 for Speaker, 10 for Adjunct, 11 for Headset Jack (if any). | 2      |
| 0F8<br>to<br>0FF | 0:1111:1SOL | Line Interface State Change. S=1 if Layer 1 State is Active; L=1 if Line Interface Loopback is active. (Ignore L if S=0.)  | 1      |

**FIG. 9**

## Application Messages From Module ~ 1000

| Hex              | Binary      | Application Message Description   | Length  |
|------------------|-------------|---|---------|
| 000              | 0:0000:0000 | S1-Channel Layer 3 message received from switch (or from module).   | 2 to 15 |
| 003              | 0:0000:0011 | Phone States Request  | 1       |
| 005              | 0:0000:0101 | Set HDLC Control  | 1       |
| 009              | 0:0000:1001 | Softkey Label Query   | 2       |
| 00A              | 0:0000:1010 | Telephone Control   | 2       |
| 00C              | 0:0000:1100 | Generate Recorder Beep  | 4       |
| 00F              | 0:0000:1111 | Set Voice Channel Configurations  | 2       |
| 018              | 0:0001:1000 | Module State Change   | 2       |
| 0A0<br>to<br>0A3 | 0:1010:00TT | Output Local Tone. TT=00 for button click; TT=01 for Error Beep, TT=10 for Confirmation Tone; TT=11 reserved. | 1       |

**FIG. 10**

# BEARER CHANNEL CONFIGURATIONS - 1100

| Mode | Application  | Description   |
|------|--|---|
| 0    | Normal without module or with module for <u>Recorder Interface</u> or <u>Voice Recognition</u> | Voice paths are sent and received to the LIU. Copies of the received and transmitted voice is sent to the module.   |
| 1    | <u>Tip/Ring Module</u> on the B2-Channel   | Voice paths on B1 are terminated in the MAP and B2-Channels are sent and received to/from AMI.  |
| 2    | <u>Tip/Ring Module</u> on the B1-Channel   | Base voice processing is silenced and B1-Channels to/from the PBX are sent and received via AMI.  |
| 3    | <u>Multimedia Module</u>   | The B1 and B2-Channels to/from the PBX are both sent and received only by the module via AMI. The base voice paths are silenced.  |
| 4    | <u>Multimedia Module</u> with base voice transducers   | The B1 and B2-Channels to/from the PBX are both sent and received only by the module via AMI. The base voice transducers are sent and received over AMI. This permits external use of both bearer channels while using the base terminal audio transducers. |

FIG. 11

00000-01000

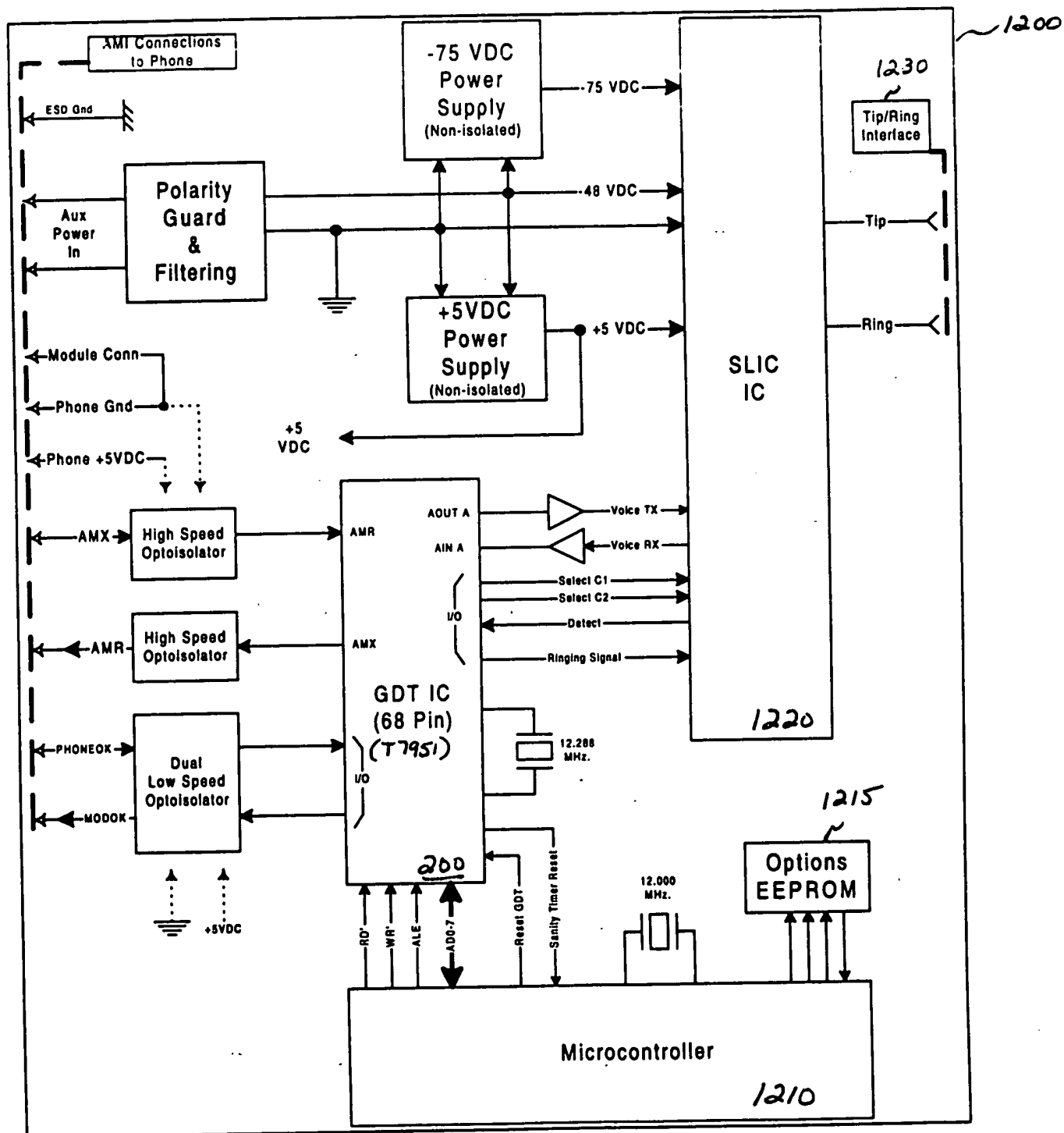


FIG. 12



66270" 2204260

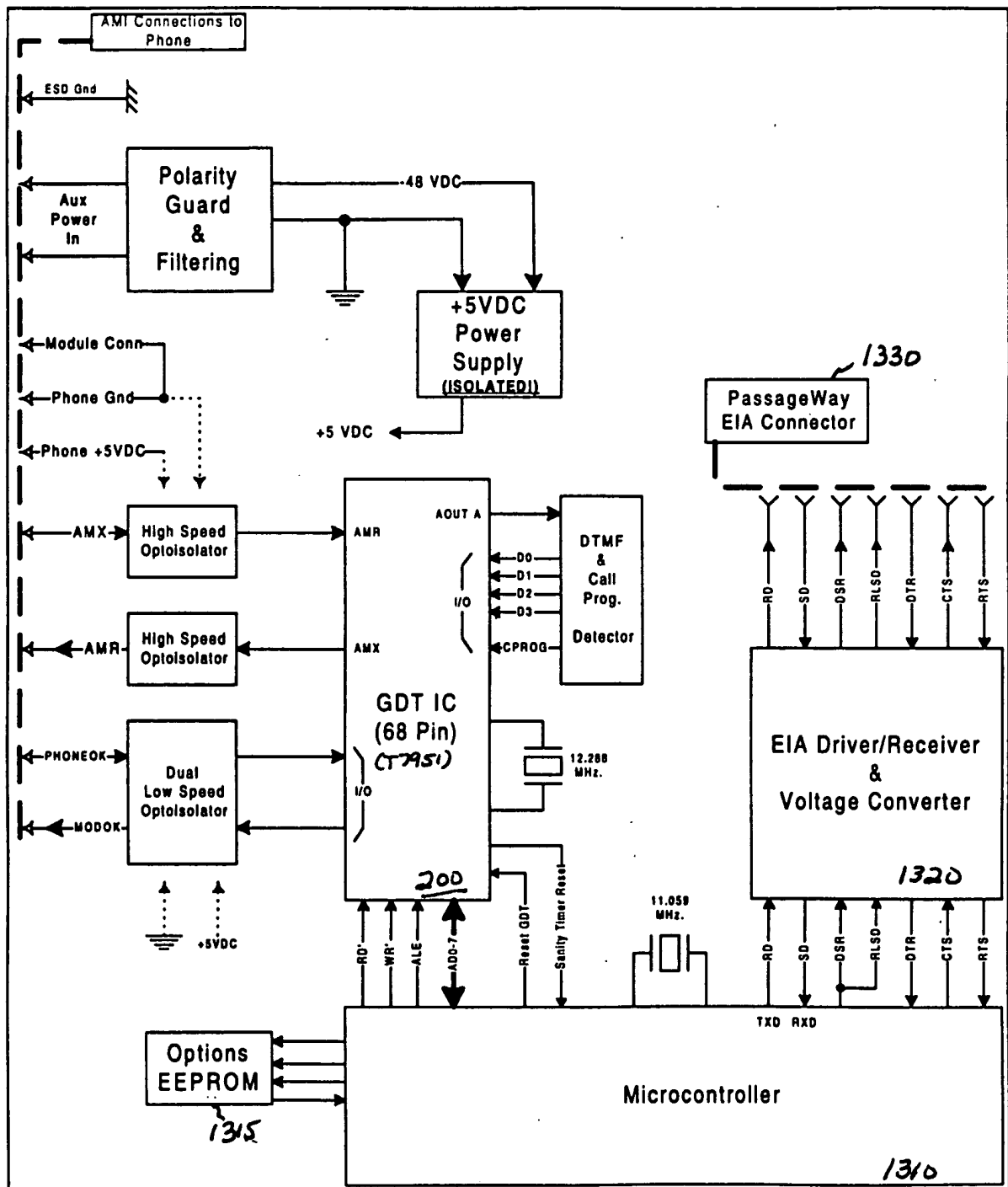


FIG. 13

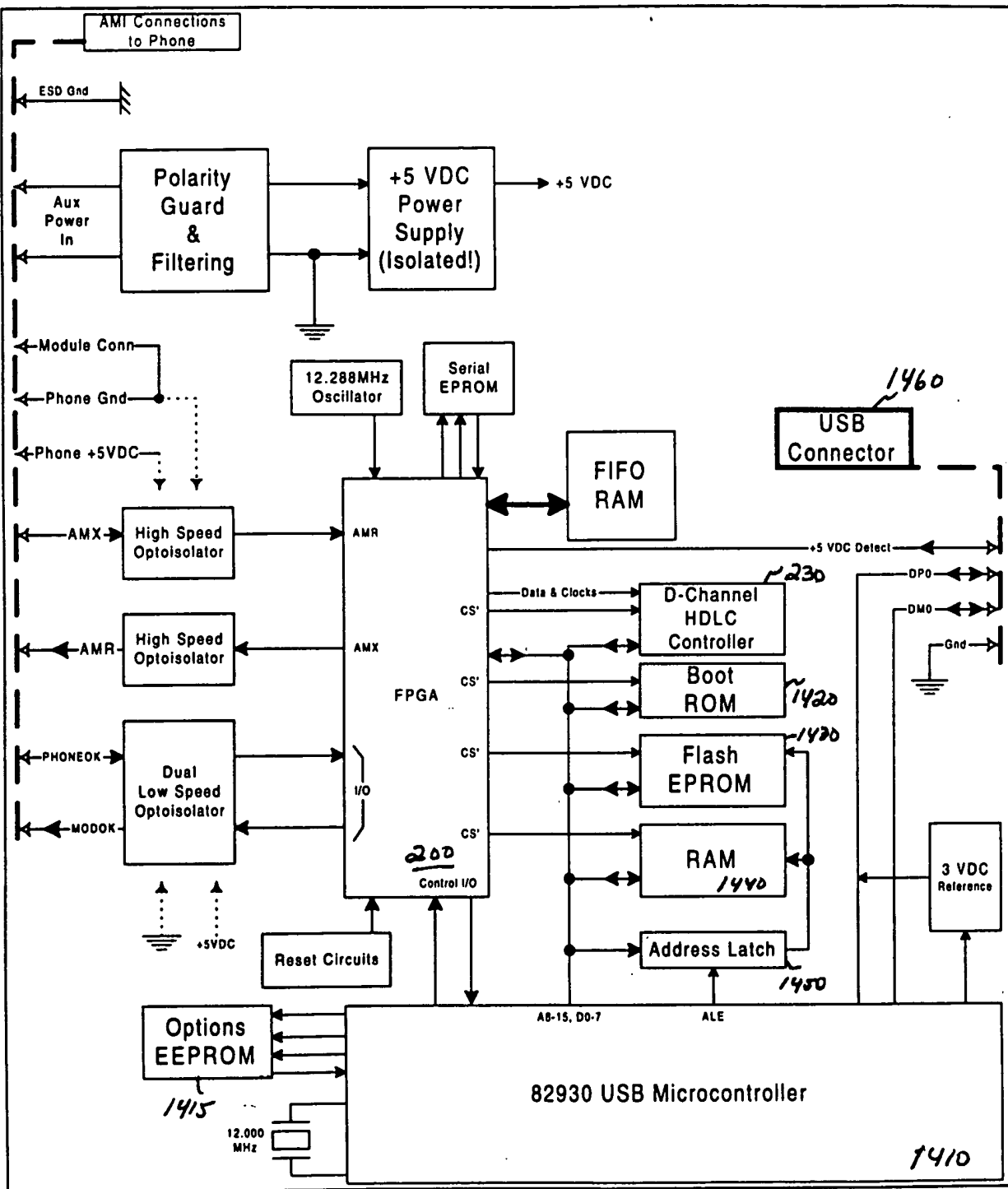


FIG. 14